Grimm World

The Encyclopedia

Exploration

Go forth into the world, there thou wilt learn what poverty is.

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♦ **Character Attributes**

- Dexterity
- Knowledge
- Charisma
- Action
- Reaction
- Regeneration
- Range
- Attack
- Damage
- Dodge
- Armor
- Constitution

Phases of Exploration

♦1. Travel Phase

Move to a directly connected location or stay at the current location. If you move off a Region Card, place the next Region Card if it has not already been placed.

♦2. Encounter Phase

♦2.1. Random Encounter

Determine the Encounter Value (Fate Number of the top Encounter Card + modifier of the active Chapter Card). Then draw cards from the Encounter Deck until a card with the Landscape Identifier of your current location is drawn. Resolve the entry of this Encounter Card that matches the determined Encounter Value.

♦2.2. Location Encounter

Resolve in order of ascending card numbers all cards in the Encounter Bar that match your current Location Number, Icon, or Landscape Identifier.

♦2.3. Landscape Encounter

Resolve the Landscape Encounter on the Encounter Card (from point 2.1), if available. The Landscape Encounter is optional. Then place the Encounter Cards under your Encounter Deck.

♦2.4 Quest Encounter

If you have an active quest that is triggered by your current Location Number, resolve this quest.

♦2.5 Trading

You may buy and sell goods from a merchant. And you may sell and there.

♦3. Rest Phase

Heal as many as your -value per discarded . You may re-equip your .

♦ **Hourglass and Time in the Game:**
As soon as an Encounter Card is visible at the top of the encounter deck that has an hourglass in the center of the back, this card is immediately drawn and resolved.

♦ **Thaler** :
- **Receive:** Receive the corresponding number of thalers. To do this, change the orientation of the Money Cards so that the new value is shown. You cannot carry more thalers than your Storage Card allows.
- **Lose:** Reduce your money using the Money Cards according to the number of thalers lost. If you have fewer thalers than required, place the 0 thaler Money Card.
- **Remove:** You must own the number of thalers to resolve the entry on the card. Reduce the Money Cards by the corresponding amount.

♦ **Goods:**
- **Wood / Ore / Magic Essence / Provisions**
- **Goods Prices at the Merchants:**
  - : 1-4
  - : 3-6
  - : 5-8
- **Receive:** Place a corresponding number of Encounter Cards from the Encounter Deck with the correct orientation as goods under your Storage Card.
- **Lose:** Return the corresponding number of goods from your Storage Card to the bottom of the Encounter Deck. If you have fewer goods than required, put back as many as you can.
- **Remove:** You must own the number of goods to resolve the entry on the card. Return the number of goods from your Storage Card to the bottom of the Encounter Deck.

♦ **Health:**

- **Direct Damage:** Place the appropriate number of Action Cards under the Damage Card.
- **Damage:** Place an appropriate number of Action Cards minus your Armor Value ( ) under the Damage Card.
- **Heal X :** Take X Action Cards that are under the Damage Card back into your hand.

♦ **Discard/Banish:**

- **Banish:** The corresponding card is placed under the 'Banned Cards'-Card.
- **Banish Region Card A [XYZ]:** Banish Region Card A [XYZ] and all other cards of region A with a lower number. Place the next higher Region Card and the Y-Cards named on it.

♦ **Alignment:**

- **(+X):** If your Alignment is X or higher, resolve this entry.
- **Y (+X):** Receive Y positive Alignment up to a maximum value of +X.
- **(-X):** If your Alignment is X or lower, resolve this entry.
- **Y (-X):** Receive Y negative Alignment up to a maximum value of -X.

♦ **Symbols:**

- **Village / Town / Castle / Home / Witch**
- **Merchant / Cave / Blacksmith / Rumor**
- **Thaler / ♀ Female / ♂ Male**
- **Main Quest / Quest from the Notice Board**
- **Axe / Pickaxe / Spear**
- **Human / Animal / Creature**
- **Melee Weapon / Ranged Weapon**

♦ **Items:**

- ▲ **Common** / ♦ **Rare** / ★ **Unique**
- **Purchase Price** / **Selling Price**

- **(Whole) Item:** A (whole) item can be equipped or it is placed to the right below your Storage Card. When you sell it, you get the black selling price.
- **Broken Item:** A broken item is always placed above your Storage Card. It can be repaired by a blacksmith. When you sell it, you get the red selling price.

- **Equipped:** If an item is below the character card, it is equipped.
- **Own/Have:** A character owns or have an item if it is equipped or below the Storage Card.

- **Slots: Hand / Body / Accessory**

The character can only have as many items equipped as he has corresponding slots.

- **Weight:** The weight ( ) of all equipped items must not exceed the -value of the character.

- **Receive (this card):** Receive the card you are currently reading as an item.
- **Receive:** Keep drawing cards from the Encounter Deck until you have drawn an appropriate item and receive it.
- **Lose/Remove:** Remove a corresponding item if you own it. If the item was an Encounter Card, the card is placed under the Encounter Deck. All other cards are banished.

♦ **Checks:**
There are checks with and without a target value. If there is a target value, it is always specified with the following notation: **(X+)**. The result of the check must be ≥ X. If there is no target value, the result must be as high as possible.

♦ **Performing Checks:**

- **1:** A check is always performed against an attribute of the character. The character's attribute value must be determined first.
  - **X:** Black numbers of an attribute are always added up.
  - X: White numbers of an attribute always stand alone. Here you normally take the highest value for a check or the one used.
  - **X:** Red numbers of an attribute are subtracted from black or white numbers.
- **2:** After determining the attribute value of the character, you can increase it by playing Action Cards with the appropriate attribute value. The bonus is indicated in the gray box and the cards are then discarded as .
- **3:** Now turn over the top Encounter Card and add the Fate Number to the attribute value. The result is then compared with the target value. If the result is ≥ the target value, then the check was a success, otherwise a failure.
- **4:** The corresponding entry is then resolved.
  - **Success:** If your check is successful, resolve this entry.
  - **Failure:** If your check has failed, resolve this entry.

If there is no target value, the entry that matches the result value is resolved.